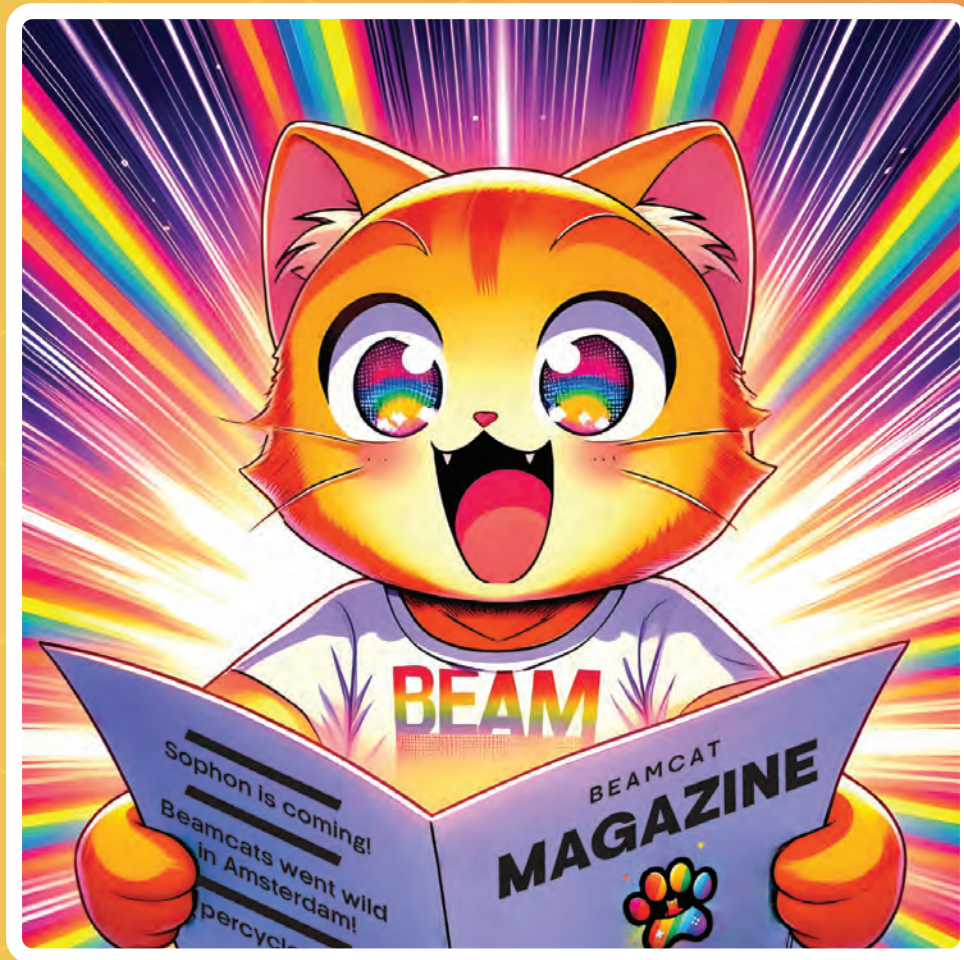


BEAMCAT

MAGAZINE



JUNE 2024
FIRST EDITION

Interview with Åke André:

CRYSTALS OF NARAMUNZ

Water Toren 2.0:

MERIT CIRCLE COMMUNITY EVENT

Upcoming Games on beam:

NEW GAME RELEASES

...and much more!



Beamcat was born as a memecoin launched by Satoshi Nakamoto in December 2023. It was the first memecoin on the BEAM network and the only one to stand the test of time. In January 2024, Lex and Fen took the helm, steering the project towards a new mission: onboarding users to BEAM and amplifying the network's projects. By April 2024, Albert and Isis joined the team, cementing our long-term goals. This publication marks the beginning of a new chapter in our journey. Join us as we delve into the wonders of this ecosystem and share our discoveries. We hope you enjoy the ride and come to understand what we mean when we say, "**We All BEAM together!**"

— Team Beamcat —

THE TEAM



Lexus

@WinitLexus

My journey into the world of cryptocurrency began 6 months ago, and it led me to discover Beamcat. This coin has been life-altering for me. I've had the pleasure of diving headfirst into an amazing project with a team that I now consider good friends. Business strategy has always been my passion, and Beamcat has given me the opportunity to showcase my visionary skills and demonstrate my worth.

Beamcat has evolved into an incredible project, blending the appeal of a memecoin with a dedicated community of hardcore gamers, all thriving on one of the leading gaming networks: BEAM! Our mission is to elevate everything within this ecosystem, and I see it as my personal goal to provide a safe haven within our community. Here, people can escape the unpredictable crypto space and learn about the exciting opportunities BEAM has to offer.

Roles: Project Strategist, Community Outreach Leader, Maker of Moves and Moon

Hobbies: Gaming, Sports, Greek philosophy/mythology

Favorite beam game: Goon Wars (gotta love strategy games)



Fen

@thefensama

Being part of a memecoin team wasn't on my bingo card when I started as a web3 Artist in 2021, yet here I am, five months into this exhilarating adventure.

I stumbled upon Beamcat at just the right moment, early in its journey. Recognizing its potential within the BEAM ecosystem, I was all in. When Lex and I had the chance to take over the project, we seized it. That decision led to life changing experiences and connections which have taken us halfway around the world and expanded our vision 1000x. I'm excited to see where this path leads us and thankful for everyone who's been involved in this journey!

Roles: Art, Vibe Commeownder, Overthinker + Overtalker, Master Networker, Traveling Circus

Hobbies: Art, Travel, Nature, Gaming, Being a full time tired parent

Favorite Beam Game: Forgotten Playland & Castle of Blackwater



Albert

@Supersheriff

Gaming has always been my passion, and I spent over a decade as a professional poker player. With a stake in \$BEAM and a love for meme coins, I stumbled upon Beamcat. After bridging my first coins, I joined their Telegram channel and immediately felt the buzz of an enthusiastic community. I jumped into various projects, eager to contribute wherever I could.

The mission of BCAT to amplify all things BEAM truly captivated me. This journey has been exhilarating, and I'm honored to be part of this dynamic team. I'm pumped to spread the word about \$BCAT, \$BEAM, and their ecosystem far and wide. We all Beam together!

Roles: Project Realization, Media, Chief Communicator

Hobbies: Sports, Traveling, Poker (all of which I am not doing anymore because of BCAT)

Favorite Beam Game: Forgotten Playland



1



2

HAUNTED SPACE

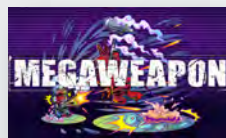
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5



6

1 **Forgotten Playland:** Released on April 25th, FP is a free-to-play social party game set in an abandoned house where toys come to life. Customize your PlushKyn, team up with friends, and dive into various party games in this enchanting realm. **Token:** \$FP



2 **Crystals of Naramunz:** Closed Beta coming June 12th! Crystals of Naramunz is an upcoming free-to-play Action RPG set in a post-apocalyptic steampunk world, launching on PC.



3 **Haunted Space** is a space adventure shooting game set in the year 2152. Combining exploration and combat mechanics, Haunted Space aims to cater to all players by offering various game modes. It is the first video game that merges console gaming with blockchain technology. **Q2 2024: Single-player release on Steam, TGE and token listing.**



4 **Trial Xtreme** is a dirt-bike racing game that presents players with challenging obstacles and death-defying stunts. Developed by Gameplay Galaxy, players can race on numerous obstacle maps, participate in tournaments, or engage in duels with friends. **Closed early access has started!**



5 **CyberKart AI** is a futuristic car racing game that uses smart algorithm AI-generated maps, built on Beam. Players can choose their preferred car and use various abilities in the game to gain advantages over other racers, racing toward victory. **Open beta release in Q2!**



6 **Megaweapon** is a fast-paced, top-down shooter that's simple to learn but challenging to master, catering to both casual and competitive gamers. Players can choose from a wide range of avatars, game modes, and maps within the game. **Open beta is live!**



Get Ready to Play:

Upcoming Games on beam

In the ever-evolving world of web3 gaming, keeping track of alpha releases, beta tests, and official launches can be a challenge. To keep you in the loop, we're offering a sneak peek at the exciting new computer games set to debut on the Beam chain in the coming weeks and months.



Åke André is the CEO and Founder of Crypto Rogue Games building Crystals of Naramunz, an upcoming steampunk hack n slash ARPG currently in development. Read all about the person behind potentially one of the biggest games on the beam network while talking to our very own Lexus in this highly exclusive interview.



 @AkeAndre

Lexus: Could you tell me just a little bit about yourself?

Åke: Well, my name is Åke André. I'm 44 years old. Old as...bleep. I have two kids, twelve and nine years old, and I live in northern Sweden. I've been a gamer my whole life and was a decent Starcraft player who turned into a professional poker player. I launched my first company when I was 22 and have been running both secondary market trading for games and game studios producing content for the online gambling industry.

Lexus: Since you just mentioned that you were a gamer from a very early age, do you remember what your first game or your first introduction to video gaming was?

Åke: First introduction? Oh, yeah, it was actually my neighbor from where I grew up. They had a Commodore 64, which he received from his dad who worked at the factory. It was the first game console on our street. I remember playing Parachute Troopers on the Commodore 64, and I guess that was the start of it.

Lexus: Awesome. So how did you end up building a game yourself? When did you decide that you wanted to move in that direction?

Åke: I had been running studios in the past, but I was producing content for casinos, specifically slot games. There's so much similarity between slot games and an action RPG game.

When you think about loot tables and the outcomes of killing mobs, it's all about the dopamine. I've always felt a close connection to action RPG games within my friends' groups, and I'm a huge fan of them.

When we looked at the blockchain side back in 2012, it was way too early. Then later, in 2017, it was still too early, which was kind of sad because this technology could actually solve a lot of problems we had within the secondary market. From a player's perspective, the problems we noticed were solvable with blockchain, which seemed to benefit the players. It had nothing to do with the token and everything to do with the technology itself.

Then things started to become really interesting. For me, it was during the pandemic when all these stars started to align, and I realized, okay, there's an opportunity.

Lexus: Why did you choose the Beam chain?

Åke: When choosing a chain, you are not just looking at the technology; you are also betting on the team, the founders, and those you will be working with.

BEAM shares our vision of how this tech should work with games and how it has to benefit the gamer from a game design perspective. Talking to people like Steven at Merit Circle really solidified that BEAM truly understands what we are trying to achieve.



Battle mutated bosses and test your skills against imposing steampunk automatons



Experience the explosive combat with skills tailored to your class and build

Lexus: What is your favorite game of all time?

Åke: Favorite game of all time. It has to be a combination of Starcraft: Brood Wars and Diablo 2!

Lexus: How do you balance work, family life, and gaming?

Åke: As a father, it's a natural thing, and I think other parents can relate to this. No matter how amazing or horrible your day at work was, once you get home, homework still needs to be done, and your kids still need your attention. Kids help keep you grounded in a positive way.

Lexus: Åke, thank you very much for the interview. We wish you and your team all the best for the future.



Post-apocalyptic steampunk dungeons filled with challenges and bounty



Delve into immersive dungeons that are unique upon each visit

Crystals of Naramunz - Closed Beta starts June 12th!



COMMUNITY EVENT

Welcome to Water Toren 2.0



BEAMCAT MADE IT TO AMSTERDAM!

One of our greatest accomplishments as a community-run project has been officially being invited to the Merit Circle Community Gathering in beautiful and sunny (really!?) Amsterdam. Fen and Lex flew all the way from New York and Aruba to attend this incredible event, spending a memorable day deepening Beamcat relations with both the community and the Beam builders.

Some of our favorite highlights from this unforgettable day were:

- **Playing CASTLE OF BLACKWATER** with 10 people live and feeling the pressure as the number of players dwindled. "GUYS, IT'S ORANGE! I SWEAR IT'S ORANGE! NO, THE OTHER ORANGE!" screamed Pink, which was super sus but ended up being true.

- **Participating in the TRIAL XTREME** competition for a chance to win \$10k in prizes! We didn't win, unfortunately, but at least made the top 10. Those winners were BEASTS!



- **Enjoying world-class food** served for lunch and the all-day open bar, which shows that Merit Circle's epic treasury is being put to good use.

- **Climbing to the top of the water tower** and trying out unreleased mini-games from the crown jewel of BEAM - FORGOTTEN PLAYLAND! Our favorite mini-game was absolutely the one where you place ***** across the stage while picking up *****_*** and using it to ***** your opponents away!

Our most prized takeaway from this incredible day was building and strengthening our relationships with members of the \$BCAT community and the BEAM community at large. As a surprise, we brought 10 BEAMCAT hoodies to give away to special frens and were floored by their reception! Seeing so many people rocking their BEAMCAT hoodies really made our presence felt and, even more so, accepted.

The friendships and connections we made during our time in Amsterdam have opened doors to new possibilities for Beamcat.

Now, more than ever, we are MEOWISH AF about what the future holds for Merit Circle, Beam, and BEAMCAT.



One thing's for sure though, the future is BEAMING!



Quo vadis, MC?

The recent Merit Circle community event was a resounding success, attracting a full house of enthusiastic attendees. With presentations by co-founder Marco and Head of Investments and Partnerships Steven, the event highlighted significant advancements in the Beam ecosystem, reflecting the community's strong support and growing interest.

Marco kicked off the presentation by expressing gratitude to the attendees, particularly those who traveled from afar. He emphasized the importance of these gatherings for a team that predominantly works remotely, highlighting how such events showcase the impact of their efforts.



Marco van den Heuvel @Marco_Merit

The presentation focused on the progress made since the previous year, notably the transition from promises to tangible results. Marco highlighted the evolution of Forgotten Playland, a game that had initially sparked excitement and competitiveness among players. He then spoke about Beam, an ecosystem designed to integrate blockchain technology into gaming seamlessly, allowing players to enjoy the benefits without the complexities.

One of the standout achievements mentioned was the substantial growth of the Merit Circle treasury, now exceeding \$200 million. This financial strength supports over 100 studios, fostering a vibrant ecosystem of innovative projects. Marco introduced key components of the Beam ecosystem, including the Beam Hub and Sphere. The Beam Hub serves as a content platform for exploring games, completing social quests, and earning rewards. Sphere, a gaming-focused marketplace, allows seamless in-game transactions of NFTs without disrupting the gaming experience.

“With a treasury exceeding \$200 million, we're supporting over 100 studios to foster innovation and growth in gaming.”

@Marco_Merit

The studio arm of Merit Circle was another focal point, featuring projects like Forgotten Playland and Castle Blackwater. Marco also introduced Snack Club, acquired for its expertise in influencer marketing.



Steven Bryson-Haynes @_SteveBH

Steven took the stage to discuss Beam's milestones and future roadmap. He highlighted the rapid growth since launching on the Avalanche subnet, with over 30 games now live on Beam and partnerships with leading games on Immutable's new zkEVM chain. He emphasized Beam's philosophy of enhancing existing gaming experiences with blockchain technology rather than reinventing the wheel.

"Tales From The Beamverse"



JOIN THE NEXT GENERATION OF GAMING GUILD

GAMERS



WEB3 GAMING
PROJECTS



NXG

Level up your gaming experience with our exclusive web3 gaming guild. Join a community of passionate gamers and gain access to the latest blockchain games and crypto insights. Earn Guild Points by participating in daily events, helping fellow guild members, repping NXG, engaging on social media, creating content, and watching our streamers. Redeem these points for NFT assets in our guild bank - all for **FREE!**

Connect with our dedicated web3 gaming guild and get real gamers playing your game! We offer unbiased feedback, social media support, player onboarding assistance, content creation, and host regular community events playing your game in our Discord. Let us help you elevate your game to the next level!

PLAYNXG.GG / [@PLAYNXG](https://twitter.com/PLAYNXG) DISCORD.GG/PLAYNXG

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Community Insights: Professori's Crypto Analysis

We are excited to present a new addition to our magazine: a Technical Analysis (TA) section from our dedicated community member, Professori. Covering everything from \$BTC to TOTAL3, \$BEAM, \$BCAT, and beyond, Professori will share his expert analysis and keen observations.

[@kamuxinautomyyja](#)



\$BCAT has been accumulating inside a strong range between 0.085725 and 0.071194 for a couple of months, indicating a potential strong pump above the previous all-time high.



\$BEAM has retraced after breaking from its range in Q1 2024. Sellers are getting exhausted, and a bottom seems to have formed. The Upbit listing gained attraction for BEAM, causing it to pump and retrace. It seems that sellers are exhausted,



\$BTC dominance has been going up for 1.5 years now. This is quite typical movement at the start of the cycle, when bitcoin gains attraction. once it reached its peak, we can expect strong



\$BTC has been consolidating at the last distribution zone. Neither buyers nor sellers have been able to push the zone lower or higher. This is also typical behavior before breaking out higher

Updated: June 2nd, 5pm CET

Breaking News:

Beamcat Unveils Game-Changing Alpha Release!

The Adventures of Beamcat: Chapter 2

Dear Beamcat Family,

It's been a long time coming to update you all on what has been happening behind the curtains of Beamcat. With any great project, when things get silent... that's when truly legendary stuff is being built. We, the Beamcat team, have been literally fighting back our excitement about sharing all this with you, so without further ado:

What's next for our orange cat?

The Merit Circle/Beam event was always going to be a pivotal moment for Beamcat. This event was an amazing opportunity to finally put faces to the Telegram profile pictures we were used to. It was also a great moment to share our vision for the future of Beam and Beamcat. There have been two major takeaways from this event, and I will explain each one:

Gaming:

"Wen game?", "I heard this project had a game and did 100x", "Flappy Cat pleb?" Yes, we heard you. We've always toyed with the idea of building a Beamcat game. The trouble was funding and figuring out what to build that truly aligns with what Beamcat is.

In Amsterdam, we became aware of an opportunity that we seized wholeheartedly. Over the past few weeks, we've been in calls with developers, artists, and Beam devs to create a masterpiece that suits our community. We are proud to announce that we now have a game concept for Beamcat. In the coming weeks, we'll propose it to Beam for financing.

This game will not only be fun, entertaining, and challenging, but it will also align perfectly with our meme nature and offer great prize pools. To find out more about the game, be sure to read the Beamcat Magazine, releasing tomorrow!

What does the game entail for Beamcat holders?

First things first, **UTILITY!** Imagine a memecoin on the biggest gaming platform with its own game where you can use that coin for in-game purchases. Yes, Beamcat will be the in-game currency.

Secondly, we are exploring ways of incorporating a **burning mechanism** for Beamcat.

Thirdly, this game will offer great odds of winning prizes to multiply your Beamcat!

The Adventures of Beamcat: Chapter 2, Part 2

Beamcat's tireless efforts to elevate all things Beam have not gone unnoticed. Acknowledged by many Beam officials, Beamcat's mission to organically grow the community has always been paramount. Whether you're a Beam maxi, a green candle chaser, or simply seeking a comfy oasis in the hectic crypto space, Beamcat has been a beacon for everyone.

Our goal has always been clear: to support Beam in every possible way. We've strived to help Beam games reach more dedicated gamers and to guide people across the Beam bridge, allowing them to explore everything Beam has to offer.

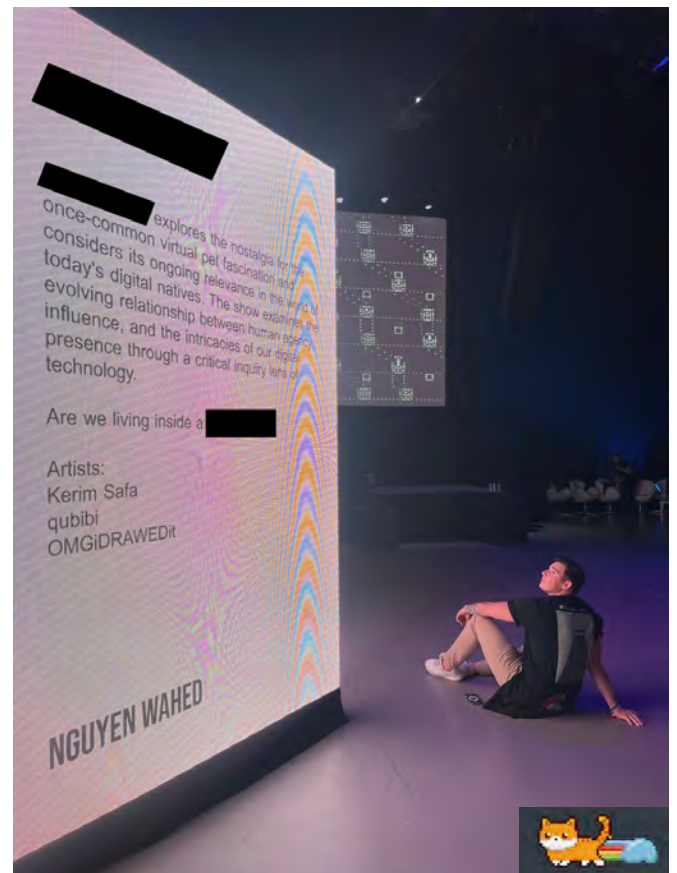
We've done all this from the outside, but now, we're proud to announce that we're forging connections within the Beam community itself. This doesn't mean we're changing our course.

We remain committed to the community, to Beam, and to the game developers who power this ecosystem. Our motto still rings true: **"We all Beam together."**

What's exciting is that we're leveling up alongside Beam. These connections will help us connect with even more Beam games, enabling us to take that extra step we've always dreamed of. It helps us evolve into what we believe Beamcat needs to be: a symbol that the entire Beam space can be proud of and feel represented by.

So, get ready for the next chapter in our adventure. With Beam's help, we're poised to achieve even greater heights. Together, we're unstoppable.

Together, **"We Beam."**





WHAT'S NEXT?



THANK YOU!

We hope you had fun reading the first issue of the Beamcat Magazine. We want to extend our heartfelt thanks to each and every one of you for joining us on this incredible journey so far. Your support and contributions over the last six months have been invaluable. Stay tuned for more exciting updates, stories, and adventures in the next issue. We ALL BEAM Together!

01 MERCH

Our signature hoodies have been a big success. We will expand our merch portfolio over the next weeks. Watch out for Beamcat stickers, T-shirts, and hats!

02 MEMECON, LISBOA

BEAMCAT on Tour! We attended MEMECON, the first and only Meme Coin Conference, on May 28, 29, and 30 in Lisbon, Portugal.

03 SOPHON FARMING

Everything you need to know about the upcoming \$SOPH farming.



beamcat.magazine@gmail.com



<https://x.com/ONBEAMCAT>